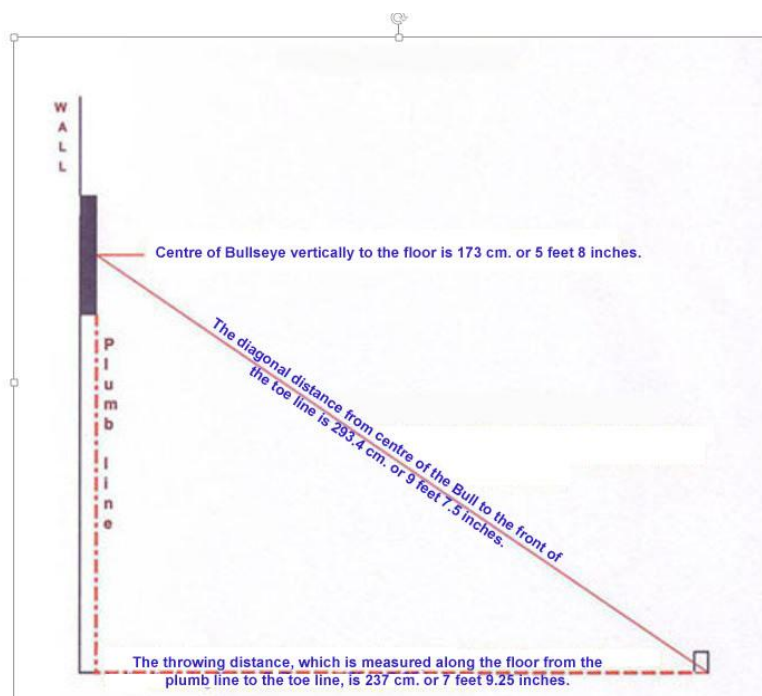


Revised September 19, 2016

Queen Street Dart League (Q.S.D.L.) Rules of Play

I. Equipment

1. All venues must be approved by the Executive.
2. The centre of the bullseye will be 5 feet, 8 inches (173 cm) from the floor. The front of the toe line will be 7 feet, 9 ¼ inches (237 cm) from the face of the board. The diagonal distance from the centre of the Bull to the front of the toe line will be 9 feet, 7 ½ inches (293.4 cm).



3. Dartboards will be in good repair, suitable lighting will be installed, and chalkboards/whiteboards with chalk/markers provided for scoring.
4. Where there is a dispute regarding any of the above, the match will be played using the established lines and boards and the discrepancies will be reported to the Executive. The Executive will take the appropriate action.

II. Players

Eligibility

1. Anyone 19 years of age or older may play in the Q.S.D.L. except those who have been specifically excluded by the Q.S.D.L.
2. Each team will consist of a minimum of 6 players. There is no maximum number.

3. Players may play for only one Q.S.D.L. team each season except by permission of the Executive.
4. The full name (first and last) for all players will be recorded in the statistical database.

III. Game, Match, Set

Procedures

1. The Game Formats are:
 - Doubles Cricket
 - Doubles 501 Straight-In/Double-Out
 - Singles 501 Straight-In/Double-Out (401 in lowest ranked division)
2. The team that wins best of three wins the set.
3. Matches consist of 12 best of three sets (note Bonus sets below) played in the following order:
 - 3 sets of Doubles Cricket
 - 3 sets of Doubles 501 Straight-In/Double-Out
 - 6 sets of Singles Straight-In/Double-Out
4. A minimum of 6 different players must be used in each Game Format unless a team has fewer than 6 players, in which case the “Shorthanded Procedures” apply.
5. Teams may not use a dummy score for an absent player.
6. Each Doubles team will consist of two different players.
7. Matches begin at 7:30 PM. When a team has fewer than 2 players available at 7:30 PM, up to 15 minutes grace will be granted. However, the first Doubles Cricket will begin as soon as any 2 members of both teams are present after 7:30 PM.
8. Players who are not present may be written into the lineup in advance. However, if they are not present when it is their turn to play, they must either be replaced at that time with a qualified player who is present and available to play, or the match will be forfeit.
9. If a team has fewer than 2 players present at 7:45 PM, or if a team has fewer than 4 players present following the conclusion of the first Doubles Cricket set, the entire match is forfeited.
10. Players must be present at the match to receive credit for wins, all-stars, and weeks played (other than in a match forfeit - see Rule 8, below).
11. In a match forfeit, the result shall be a 16 - 0 win for the non-forfeiting team. The Captain of the non-forfeiting team may submit a scorecard using names of players who were not present.

Delay of Game

1. When player names are written on the board, the time the names are written will also be noted, and both Captains made aware. The players then have 7 minutes to begin the game. If a player does not show within the 7 minutes, the player(s) forfeit a leg in the match. If both teams receive a forfeit, only one leg will be played to decide the match. (This will not apply to players who are playing in another match when their name is placed on the board).

Bonus Sets

1. The Bonus Sets (one additional set of Doubles Cricket, one additional set of Doubles 501, and two additional sets of Singles) are only played if both teams have 6 or more players present. If either team has less than 6 players present, the Bonus Sets are not played.
2. If one team has 6 or more players present and the other has less than 6, the Bonus Sets are not played. Instead, the Bonus Sets are awarded to the team with 6 or more players as forfeits.
3. Players chosen to play the Bonus Sets must play the last set(s) of each format.
4. A player may only play one Bonus Set per match.

Play and Chalking

1. Chalking will be shared equally by both teams. Each team will be assigned a board, and they will chalk all games played on that board throughout the match. Should additional boards be available, chalkers may be assigned to those boards at the discretion of the Captains.
2. Darts must be thrown with both feet *behind* the front edge of the toe line.
3. Each game will begin with one player from each team who has been assigned to play in that set going for the bull. The home team will always go for the bull first. Closest to the bull begins play.
 - a. Only the Chalker shall render a decision on which dart is closest.
 - b. No dart may be touched or moved by anyone (including the Chalker) until the Chalker renders a decision. If a player touches or moves the darts, that team will throw second.
 - c. A dart anywhere in the board will count as a throw for bull.
 - d. A dart which bounces out or misses the board entirely must be thrown again.
 - e. If a decision cannot be rendered by the Chalker, both darts will be removed and the players will go for the bull again. The home team will always throw first.
 - f. Centre Bulls: If the first player throws a centre bull, the second player may ask the Chalker to remove it before going for the bull. If the second player throws a centre bull, both darts are removed and the players throw again (the home player throws first).

- g. **Outer Bulls:** Both darts in the outer bull is considered a tie. Unlike centre bulls, the darts are left in the board, and both players throw again (the home player throws first). If another outer bull tie occurs, the darts remain in the board and the players throw *again* (the home player throws first). If a third outer-bull tie occurs, all 6 darts are removed and the process begins again (with the home player always throwing first).
4. Upon request the Chalker may tell a player what they have scored and what they have left, but the Chalker cannot provide a finish. However, it is the responsibility of the player to confirm the Chalker's accuracy.
 5. The player must leave all darts in the board until both **the player and Chalker agree on the score**. If removed beforehand, the Chalker's score shall be entered. If darts are removed before the Chalker has calculated the score, the score shall be entered as zero.
 6. Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the next throw of the player whose score is in error.
 7. Chalkers situated in front of a player shall restrict their movements to a minimum during each throw, and should remain silent while a player is throwing unless that player asks for a score.
 8. Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at the time that the required finishing double is scored. It is considered unsportsmanlike to intentionally throw a dart after finishing, busting, or in anger.
 9. Only darts with their points touching the board will be counted. Darts which bounce from the board may not be retaken (except when going for the bull at the start of a game). A dart shall only count if the point remains in the board until after the player and Chalker agree on the score. The player may secure the dart to prevent it from falling out while the score is being agreed upon.
 10. When a team has more than 6 players present and the Captain does not play in the match, the Captain will be credited with a week played. It is that Captain's responsibility to inform the league.
 11. The home Captain is responsible for entering the final match statistics into the statistical database by the Sunday following the match. Both Captains will retain their copy of the score sheet in case of a disagreement with the entered results.
 12. If both Captains agree that a single set is causing excessive delay to the evening when all players are shooting for double-one for several turns, the game may be decided by each player throwing one dart for a bullseye. The home team will shoot first and closest to the bullseye wins the game.

IV. Coaching

1. A coach may suggest targets for each throw only if the player **steps away from the toe line**. No coach, player, or spectator shall call out targets to a player who is standing on the toe line.
2. A Chalker cannot act as a coach.

V. Shorthanded

Procedures

- Individual players are limited to a maximum of playing 4 sets in a match. When a team has fewer than 6 players available to play at the end of the first 501 game, the following procedures will be used to recycle players:

5 Players	4 Players
3 names drawn at random	2 names drawn at random
<ul style="list-style-type: none"> 1st drawn player plays a second Cricket set 	<ul style="list-style-type: none"> Third Cricket set is forfeited
<ul style="list-style-type: none"> 2nd drawn player plays a second Doubles 501 set 	<ul style="list-style-type: none"> The 2 players drawn play a second Doubles 501 set
<ul style="list-style-type: none"> 3rd drawn player plays a second Singles set 	<ul style="list-style-type: none"> All four players play one Singles set and the non-drawn players will play second Singles sets for a total of 6 Single sets.

- If additional players from the shorthanded team arrive after play begins, or if players must leave before the end of the match, the shorthanded procedure will be adjusted to reflect the number of players present at that point in the match. Sets that have already been forfeited may not be replayed.
- Once a player has played all their sets, they may choose to leave the venue. This departure will not cause their team to be short-handed provided all players still to play remain at the venue.

VI. General

Procedures

- The Executive has the right to assign and re-align teams between divisions to ensure competitiveness within divisions. To minimize the impact of realignment, wins in C division shall be worth 1 point, 1.5 in B, and 2 in A.
- The Captains are the final arbiters of what constitutes legal play. Captains may disregard or adjust any of these rules providing they both agree, with the following exceptions:
 - Captains may NOT override the rules pertaining to awarding of game points and all-stars.
 - Captains may NOT make changes to the Game, Match, Sets procedures, although they may agree to change the order in which games are played.
 - Captains may NOT make changes to the Play and Chalking rules.
 - Captains may NOT override any of the rules in the Discipline section.

3. The Captains are required to settle disputes during a match.
 - a. Protests will not be accepted unless they regard a violation of the rules as stated on these pages.
 - b. Protests must be in writing and received by the Executive within 5 days of the incident.
 - c. Protests *may only be filed by a Team Captain*.
 - d. Protests must be submitted to the Executive using either the “Contact: General Inquiries” link on the Q.S.D.L Home Page or by email to “info@QSDL.com”.
4. The League recognizes the right of venues to refuse entry to individual players. In the event of players being refused entry, the Executive may act to minimize the effect of this on league operations.
5. If, during the course of the season, the Executive determines that a team is upsetting the competitive balance of the league, the Executive reserves the right to award the standings championship, and whatever awards come with the standings championship, to that team, and to remove that team from the weekly standings and playoff eligibility.
6. To honour the Q.S.D.L. commitment to venues and to maintain fairness in scheduling, if a team forfeits more than once against a particular venue, the Executive may, at its discretion, adjust future home matches of the forfeiting team back to the other venue.

VII. Individual

Scoring

1. Individual points for match wins only count if it is the player's first match of that set type (Doubles 501, Double Cricket, Singles) as follows:
 - a. 2 points for Doubles 501 set win
 - b. 2 points for Doubles Cricket set win
 - c. 4 points for each Singles won
2. All-stars (awarded at all times) consist of:
 - a. In Cricket: A turn consisting of 3 counting triples and/or 3 Double bullseyes = **3 points**
 - b. In any '01' game: A score of 170 or more = **3 points**
 - c. In any '01' game: An out of 101 or more = **3 points**
 - d. In any '01' game: A score of 130 through 169 = **1 point**

Note: All-stars which count as more than one type score as both. For example, a 170 double out is worth **6** all-stars, whereas a 130+ out is worth **4**).

VIII. Discipline

1. During the regular season only the names of persons actually playing the games are to be listed on the score sheet and the approved short-handed procedure used when necessary.
2. The penalty for using false name(s) on a score sheet is:
 - a. the final match score will be adjusted as a forfeited match against the team making the false entry;
 - b. no individual game, all-star points, or match attendance will be recorded for any members of the team which made the false entry for that match;
 - c. the Captain or acting Captain who falsified the score sheet will be suspended for the next league match (playoffs included);
 - d. the non-offending team will have their individual statistics and match score recorded as played.
3. Fighting in a league venue during a league match/event will not be tolerated. Upon review, the Executive may discipline all persons involved in a fight.
4. Throwing a dart in anger during a league match/event will not be tolerated. Upon review, the Executive may take action, including probation, suspension, and/or expulsion of the player.
5. Where a discipline problem exists with a specific player, the Executive may approach the Captain to deal with it. If the Captain cannot or will not handle the problem, the Executive may take action, including probation, suspension, and/or expulsion of the player.
6. No player shall use offensive language or gestures against another player. This includes, but is not limited to, derogatory comments pertaining to gender, race, religion, and sexual orientation. Should such incidents be reported to the league, appropriate disciplinary action may be taken against the player and/or team involved.
7. The Executive has the right to suspend or expel any player or team whose behaviour is destructive to the harmony of the league or that brings the Q.S.D.L. into disrepute.

IX. Playoffs

1. Playoffs will be held at the end of the regular season. The Executive will determine the playoff format each season.
2. Players must have played a minimum of 7 weeks during the regular season to qualify to play in the playoffs unless authorized by the Executive.
3. Recycling of players is not permitted by shorthanded teams in the playoffs except by permission of the opposing Captain. Bonus Sets are played in the playoffs as per regular season rules.

4. Teams using ineligible player(s) or teams placing the names of player(s) who are not present on the score sheet will be deemed to have forfeited the match and their opponent will move on to the next round.
5. If a playoff match ends in a tie, each team will declare 6 players and one game of 1,001 Straight In/Double Out will be played. The home team will go for the bull first and will chalk the game. The winner of the 1,001 will be the winner of the match. If one team is shorthanded, the shorthanded team will score 0 during the missing player(s) turns.
6. All playoff results must be reported to the league by the winning Captain at "Contact: General Inquiries" within 48 hours.
7. As statistics are not kept in playoffs (there is only a winner and loser), the home Captain will not enter the result in the statistical database. However, each Captain must retain their copy of the score sheet for later confirmation if required.